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MARCH 1991

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WITH C64/C128 COVERAGE INSIDE

EXCLUSIVE!!!

**SUPER MONACO GP
REVIEWED**

It's the Wheel Thing!!

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REVIEWED:**

★ SWIM ★
★ SUPERBACY ★
★ BOMBON STRIKE ★
★ LIVE ON FIRE ★
★ FIGHTER STARS ★

★ EXTERMINATOR ★
★ NIGHT SHIFT ★

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SOME TAPES ARE
GOOD, SOME TAPES
ARE BAD,
AND THIS 'UNS AN
ABSOLUTE MOOSIE,
BUT IF YOU DO NOT
FIND YOUR TAPE
PLACED HERE,
YOU'D BETTER ASK
THE NEWSIE!!

FUNKY FRUITBAT -
1991



NEON ZONE RETURNS INSIDE



COMING SOON...

BACK TO THE FUTURE III



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O SUPER MONACO GP (p12) - If you're looking for speed you don't have to head down to the pits behind the Grand Palace, you've got more than enough in this tasty little bunnies, and it's legal to be!



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O JUDGE DREDD (p11) - He is the law! And if you got him drunk at a party you could well find out that JD's other catchphrase is "I am a bore!"



O LINE OF FIRE (p24) - This sounds a bit like a typical Moscowite queue outside a fine club!



O KONSOLE KRAZY (p41) - We are, it is, you've gotta tell! This is the column for those kermerry enough to shell out twenty quid for a game! (And those who have to - ha, ha!)

DATA

IT'S AS HIP AS



YOU MUST BE JOKING

- Q. What do you call an editor with jelly for brains?
- A. Fok (joke... I don't get it!) - Ed

If you can better this feeble effort please send the funniest jokes you know to: You Must Be Joking, YO, 50 Potomac Lane, Kilm Rens, Milton Keynes, MK11 3HP.



Mo. 8 - David Darling says "Godemasters are now bigger than Paul Daniels", and that must be magic!

GREMLINS AND DRAGONS

Gremlin Graphics are currently riding on a "quest" of a wave after announcing their baggy Easter license "HeroQuest" - no they're not doing a side-line in *Woods After Shave* - if you didn't already know.

HeroQuest is M&M's bestselling fantasy board game!

The HeroQuest board game is one of those dungeon & goblin strategy things for up to four players (the sort that I can never understand) with one player setting up the dungeon and controlling the little plastic Citadel minions whilst the other players have a wild and mean quest made it.

Gremlin look set to be fantasy quest/player's heroes if the conversion is as spiffy as the board game but for now it's scotch-slown to a milder game of Ludo!



WITH BEVY BABES

AS A BANANA FLIP

YC FARMYARD TOP TEN

1. Mob-walker - US Gold
2. Sea-clands - Demark
3. Duck Tracy - Empire
4. Robocop - Ocean
5. Barn's Tale - Electronic Arts
6. Cattle Command - Ocean
7. Milkworm - Virgin Mastertronic
8. Powerboat - Acropolis
9. Eggs-Out - Rainbow Arts
10. The Boy Who Loved Me - Demark



OCEAN COP THIRD LICENSE

Robocop - the hero in a tin can is about to start making his third film and yep third time lucky for these Mancunians - they've topped the Robo-3 license. The plot for the film hasn't been revealed yet but alone the format for the computer game

but as usual it promises to be a superb cocktail of violence and American mayhem as the silver dog-eared cleans up some more streets of crime but leaves them covered in blood, guts and limbs - I'd prefer the crime personally!

RECIPE OF THE MONTH

Due to popular demand, this site sees the return of the recipe corner. If you remember, Mums were ever-so pleased for our wonderful Spam Fester treat, so this month we give you something for your last course (you may need an adult to help!)

YC BANANA FLIP
(Serves 1)

Ingredients

1 small banana
1/8 tsp custard powder
1 tsp granulated sugar
1/2 pint milk

1. Blend the banana

2. Mix a small drop of the milk and the sugar and custard powder into a paste, and add to the puree banana

3. Add the rest of the milk and stir in well.
4. Pop in a Microwave for 3 minutes on full power (or bring to the boil in a saucepan), occasionally stirring.

When it has gone thick, pour it into a bowl

5. Place it in the fridge, with the top covered by a plate, until set

6. Eat it (but remember to take the plate off the top first)



VIRGIN POLE-AXED

If you're one of those people who rushed out and bought *Golden Axe* when the first batch were released in December and were still enough to get to level five, you must've been a bit 'cousa there was 1 one.

You see, some dude down in the tape-deposit failed to realise that the game was meant to be released with five levels and left the last one out. Since then the duplicator has been shot (probably) and Virgin has given us a call to ask us to get those people

with dodgy tapes to send them back (to the address also on these pages, labelled Virgin Customer Service Dept.). In return you'll get a brand spanking new copy with level five where it ought to be.

If you don't know whether you've got the level or not 'cause you're such a spacko and can't get that far - tough, you'll forever be sitting there wondering if you're one of those unlucky plus (and it seems you right for being so crap).

THE 'ON THE SPOT, YOU'VE EITHER GOT IT OR YOU'VE NOT' QUIZ

1. What three military vehicles do you get your grubby mitts on in *Sam*?
2. What three characters can you play in *Viz*?
3. Who has recently gone on a World Cup Glory?
4. What are the names of the two workers in *Night Shift*?
5. What is the name of the main character in *Total Recall*?

Answers: 1. A helicopter, a jeep, and a boat. 2. Billy Breaker, 4. Fred and Tom, 3. Douglas Quaid.

LICENSED TO GILL

Something fishy is going on at Millennium coastline as in progress to covert James Bond onto the C&A.

The *Amiga Bond* spoof was a simply superb underwater arcade adventure which can best be described as James Bond meeting the Nano Brothers in swimwear - yep it's a full adventure mixed with subtle elements shaken but not stirred and it promises to be as action packed and fun-filled as the Nano themselves.



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TURTLEY OVER THE TOP

I really thought we had seen the end of these pizza-breathed half-wits given the fact that there is now everything from toothpaste to underpants but no - Microsoft are wringing out all the green gold out of those turtles by announcing Teenage Mutant Hero

Turtles TM 2 and 3.

It looks like the games will be more of the same (see YC February for review) - shame as Microsoft could have done something really stonky with such a license. By my reckoning the games will be out pretty damn quick if they are to catch the band wagon before the heroes do a "Batman" and go out of fashion as quick as dealer-boppers.

Let's hope that two and three improve on the first but if you ask me TM doesn't only stand for Trade Mark it means Too Much!



We give you the addresses behind the games!!!

US GOLD LTD
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Holford
Birmingham
West Midlands
B8 7AX

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Manchester
M2 5NS

DOMARK LTD
Ferry House
51-57 Lady Road
London
SW15 1PB

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2-4 Vernon Yard
Portobello Road
London
W11 2EK

More next month!!!

YANKY PANKY

Team Yankee - Empire's strategic tank warfare simulation which did so well on 16-bit is at last to make it onto the Commodore.

The 16-bit game (a conversion of the No 1 best-selling book) is a superb and accurate tank war designed to test your leadership and tactical skills to the full. However,

technical buffs amongst you must be thinking "ooo, how is all that spectacular information going to fit onto the mere commo?" - well that's a just wot Empire are tactically deciding! It is unsure whether the Commodore game will be a bit of a arcade shoot-em-up but it is sure to be a game that Mr. Huxford would feel abnormally at ease if it too had a modern tank warfare simulation!

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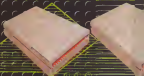


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SUPER MONACO

When it comes to white knuckled thrills you can't beat a good old fashioned racing game. **Pik Henderson** couldn't even beat a tortoise with a gammy leg, but he tries...

The biggest game of Christmas 1989 was, quite undoubtedly Turbo Outrun, undoubtedly because it was so sportingly accurate to the arcade machine and was easily the best racing game ever on the G64 (at that time). And finally US Gold has released a game that attempts to better the best.

Again a Sega coin-op is the inspiration for the brumise company's latest 'bum-bill-you-can't-burn-no-more-eh-uh' and again Probe is the development team chosen for the awesome task of converting a game that, if we're honest to ourselves, is pretty unconvertable. But not only has it succeeded in making the game as stonky as they come, but Probe's even expanded the entire game far beyond the very limited appeal of the arcade machine.

This time you're discarded the half little cars, the Ferraris and the Porsches, for the ultimate ride in the form of a

rather chunky Formula One throbbing beast (and we're not talking Simola CS here, we're talking speed with a capital SPEED) designed solely to zip around at a breakneck pace, and if you crash that'll certainly be what'll happen to you (breakneck, preddit?)

Before you can get into that slick little number you'll have to decide what type of gearbox you want your underpaid and overworked technician (probably called Lee and Lancel) to put in it, their reply will probably be "Ooo... I'm not sure about that guy 'ee, we can do it for you on Wednesday, but your points'll need a good seeing to, and those Sparks of yours are absolutely gromes, and have you seen the...?", at which point you'd probably punch them both in the nose and take it down to the Renault garage in St John's Wood. Fortunately Probe has skipped this little 'foreplay' and has given you a simple option of

choosing any one of three 'classes'. The 'B' class allows you to concentrate on the driving alone as the gears are wholly automatic. The 'A' class gives you four gears to

play with, and the 'Super A' class gives you control of seven (this is only recommended for Nick Lauda as you'll probably end up crawling out of a burning wreck with a complexion much



ACO GP

like Freddy Krueger's, unless you're particularly good!)

When you finally get down onto the track you find here to qualify (in true Pole Position tradition) to see which



Of There's something rather amusing about being in 13th position. Not the number, but the fact that the driver who ends up there has to fuel the drinks at the clubhouse!



place you hold on the grid (or to see if you plod back to saving Outer Mongolia with your tail, and your spark plugs, firmly grasped between your legs). Then you get to race against other cars (Doo!), all of which are hungry for the very same championship as you, and ninety percent of them put you quite categorically in the shade. You have to complete three laps in order to finish the race - this is where reality is completely obliterated for the sake of playability, could you imagine having to

complete the same circuit over 70 laps.

At the end of the race you must always be in a position within the maximum, and each race the limit decreases. If you fail to be within the you'll be disqualified and that's the end of the game for you. This is a shame 'cause you'll be missing out on some cracking later levels (there's sixteen in all), especially the final one, being Monaco.

And that's really all there is to the game. It would be nice to say that it offers something different than the norm,



CREDIT CARD

<ul style="list-style-type: none"> • 4/5 SOUNDS It is a bit clunky, but the sound effects and some of the sound FX are convincing. 	<ul style="list-style-type: none"> • 4/5 VISUALS Although they're a bit bland, the graphics are really good. The car is a credit to the game. 	<ul style="list-style-type: none"> • 4/5 LIFE There's really not a lot of life in the game. It's a credit to the game.
---	--	---

NAME: Super Monaco GP
DEVELOPER: U.S. Gold
PRICE: \$49.99 (Suggested Retail)
RELEASE DATE: Early March

OVERALL **91%**

More thrills than a Jean Claude Van Damme movie and far prettier to boot. Real 'on the edge of your seat' stuff.

but that would indeed be lying. But the reason why it's easy to rave about this product is the fact that, although it's a decent little race, the stuff it offers is that much better than most. Super Monaco GP is certainly not a simulation of motor racing, no more, it's a humble arcade game with even so stinky graphics and flapping good gameplay and, as Nick Lander would say, "it's a FLAMING good left".

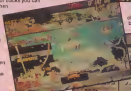


THE ARCADE MACHINE

Easily the most popular game in the arcades in Summer last year, Super Monaco GP's appeal was really due to its super fast graphics and amazingly gripping gameplay. It's only fault was the fact in the number of tracks you can race on, but when you're in that end-down cabinet and the sound of the engines gets you going you'll be as hooked as the fish that was caught by fishermen at the same time.



You can certainly expect Sega to churn out a sequel with more tracks before you can say 'one good a go'.



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19.99

ON THE TAPE

What do you get if you mix three full games and one stonky demo? The YC cassette of course, or perhaps 30 quids worth of prime software.

SWIV DEMO

Just how stonky is that game that Rick's currently raving about? Well, this is your chance to test it out!

THE CRANMORE DIAMOND AFFAIR

A GAC adventure where you have to don your black and red striped sweater, stick a smelly old stocking over your head and steal a whopping great diamond.

MIND GAMES

Yet another original game as you explore the inside of the president's brain and find out what kind of guy is entrusted with the 'button' to end all civilisation.

THE ASTRODUS AFFAIR

Another adventure written using GAC. This time it's in space, where nobody can hear you bite into a Spam sandwich.

NOTE

Due to slight cock-up in last month's *On The Tape*, it seemed as if there were six games on the tape in preference to four, although the tape label quite clearly only showed four games to be available. We apologise for any confusion this may have caused and have put the two games that were missing on this month's instead. Sorry!

THE CONTENTS

- Side A: SWIV Demo, The Cranmore Diamond Affair
Side B: Mind Games, The Astrobus Affair



SWIV DEMO

Supplier: Storm

Type: Playable demo -

Arcade Action

Controls: Joystick in port two

In this stonking demo of the mega-spliffing shoot-em-up from Storm, you get a chance to play about 60% of the first level. The instructions are simple. You are a helicopter that must progress up the screen and you must blast absolutely everything that comes in sight.

When a bubble comes on screen you can either wear it (making you invincible for a short time) or you can shoot it a few times and it will explode, killing everything on the

THE CRANMORE DIAMOND AFFAIR

Programmer: Tony Rome
Type: Complete game - Adventure

Your hotel room was clearly suited to the ludicrous scheme that you had dreamed up. Across the street stood CRANMORE Building where the famous CRANMORE DIAMOND was being exhibited.

You reflected how your present circumstances had forced you to consider stealing the precious gem, but that was the reason you were here!

You were in a small town with a few shops, a hotel and a police station. You certainly had no intention of ending up there. You glanced at the time; it was almost 5.00 pm, and the last day of the exhibition. You had about 5 hours to execute your daring plan. After that, the diamond would no longer be accessible.

You stared vaguely out the hotel window, below street lamps everywhere glowed brightly in the evening dusk. One up of

Brandy you thought to calm your jangling nerves, and



screen (except you)

As a hint, if you manage to answer the three questions at the beginning of the game correctly, you'll be awarded the maximum 'Inspower'!

Just as the tape is about to end, you see a message on the screen:

The CRAMMORF DIAMOND often is a fast and gripping adventure; the tests of your powers of nerve and deduction. Throughout the adventure you give your commands in the usual way. For example: Take the Paper or Examine the Chest, etc., etc. The adventure is set in real time, providing you have a WATCH. Some of the commands you already know: GO.

DISC - To discuss an
interest

Location: The entire group
on a small location

FOCE - to follow the adventure with graphics also
LISTENW - To display your holotape

LOARD - To railroad is

* No-carved the space
time divided

You may also be able to converse with certain people. For example, "Ask water about the drink", etc. A feature of the game is the ability to make fairly complex commands like: Take the watch and throw it. A word of warning. Look out for the thief! Good luck on your quest!



Programmer: Robert A. Davis

Types: Complete game - Arcade Action
Controls: Joystick in port



A summit conference of the world's two military giants is scheduled for tomorrow, but for no very good reason the US president has gone totally insane. Well, not totally insane, one coherent idea remains alive deep within his subconscious. It is your mission, should you accept it, to guide this small bubble of sanity through the labyrinth of the president's mind, destroying insane thoughts and opening the doors of reason. Ultimately you must find the exit from his subconscious and enter the president's conscious mind, restoring his sanity. The president's subconscious is made up of a 10 x 10 grid of 256 rooms. Each room is full of insane thoughts which must be blasted. When a certain number of thoughts have been destroyed (this number is different for each room) the doors will begin to open. The player can then pass through these into the next room, until the exit is reached, and sanity restored.



Programmer:
Mark Turner
Types: Complete
game +
Adventure

The *Astrosaurus Affair* is a foray into the original world of adventure gaming, as created by the likes of such legends as Scott Adams and Infocom, although whether it manages to attain such standards is www.rockwell.com.

On starting the game, you'll see a screen like this:

will undoubtedly be concerned with simple survival, which will certainly be tough. However, your eventual aim is to repair and regain full working control of the Andromeda, and fly off into the sunset with the craft as yours alone.

Standard adventure rules apply, but in general don't forget to **EXAMINE** everything you come across, there are very few red herrings lying around, everything is logical (despite first appearances), and there are no major random elements in the game what-so-ever. As a final hint, there are at least five things to be resolved:

Got those floppy tape problems? Have to take two copies of YC into the computer room? If so—don't despair, you'll only end up with no hair! Pop the offending little doofer in a jiffy bag and post it to:

YC TAPE 15 RETURNS,
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WELDON NORTH INDUSTRIAL ESTATE
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NORTHANTS NN17 1JX

Please, please include a self-addressed envelope and you'll get a new copy of the tape as quick as you can say "Peter Piper picked a peck of pickled pepper" fifteen thousand times (about 25 days worth).

JUST WHEN YOU THOUGHT IT WAS OVER

TOY FAIR II

Jeffrey Davy regresses back to his childhood (a couple of years ago), as we sent him to the Toy Fair 1991.



The Toy Fair comes just once a year, and those with long memories may recall what happened when yours truly went down to Earls Court last time. It was a true tale of drunkenness and debauchery courtesy of several large glasses of free wine and a posse of like-minded associates.



But let us not dwell upon the past, on to this, the 1991 British Toy and Hobby Fair at London's Earls Court (proving once and for all that there is no such thing as a free lunch, except in the press lounge of the Toy Fair - yeah!).

In a bizarre hangover from last year, when a particularly drunken acquaintance of mine modelled an Edd puppet (he's still using it down), in front of me was a gigantic Edd! Help! This Edd was there to show all and sundry about new Edd the Duck costumes and Duck new-looks.

Another TV star (if you have a little dish, anyone) is Bart Simpson. Seen here declaring "Don't have a cow, man!" - just the thing to say to the Ed when your efforts aren't in



on time - the cult underchiver ("and proof of it") is available as a small figure - which goes with the Simpson's sofa, "Killer barbecue", "crazy lawn mower", and the other members of the Simpson clan, or even a talking doll "Age Geniebus".



Bart wasn't the only singer around, this young woman was part of "2 Move 2", a dance music group who have turned the rules of a new board game, "Chart Moves", into a rap track. The game is described as "not about

buying hotels, but wrecking them" and revolves around the chart and, presumably, getting into it and making large piles of fifty pongs.



The man - an actor - in the background of this shot was paid £700 to talk about the New Kids on the Block dolls also shown. He was forced to watch the NKOTB live videos for four days. Something should be done to stop the cruelty, write to... He, but seriously, he seemed to enjoy talking about these dolls which come with an infinite tape each. Expect toy shops around the country to be filled with screaming teenage New Kids fans soon (shudder).

Games were much in vogue at the show. Gazzo turned up to sign copies of his new board game called, surprisingly, "Gazzo". The press pack

WAS SAFE TO READ YC AGAIN...



were out in force, photographers jostled for position as The Man smiled and posed. "Over here!" they shouted. "Look towards me, Paul", while they climbed over each other and tripped members of the public with miscalculation who got in the way.

Gazza also posed with 'real-life' Sindy - who'd won a lookalike competition for the part. There seems to be a fundamental mismatch between Gazza and Sindy - after all, Sindy dolls don't cry.



Sindy's arch-rival Barbie also had a 'real-life' persona. Fancy getting paid £15,000 a year to be Barbie? Those dresses, that hairstyle? Not? The

most annoyed person on the stand must have been the guy with Barbie who kept getting asked whether he was the 'real-life' representative of Ken - Barbie's toy boyfriend. Just like last year,



Children's Channel (satellite only) were doing parts of their programme from the Toy Fair. Gaz Top (who, and not a lot of people know that, interviewed ME back in the dim and distant past) was on hand to try out all the new games and interview Huxley Pig. His bacon jokes were appealing, TV presenters and people dressed as pigs. Huxley's too good for 'em, I say.

Probably desperate for



a mention on Telly, Kevin Toms - whose face launched several hundred-thousand-eyed copies of "Football Manager" - was hanging around the Children's Channel studio/stand. Currently working on something very secret (he wouldn't tell me, anyway) he was persuaded (YC "Will you do it?" Kevin "Yes") to pose with some Swedes and their (you're way ahead) football game "Swegame: Total Soccer" which used players moved by magnets to allow actual contact with members of the opposing side.

Whoom, swoosh, crash, oops!



Scalixite, a timeless classic. Huxley had a huge Scalixite truck set-up for the pleasure of all around. I still can't keep the cars on around the corners.

Gorgi had a large Police car on their stand. Looks nice doesn't it? Er, I didn't find out why they had it, though.



Part of the new range? (Get off, you're useless - The Roaden).



The man in the bug costume really needed a mention. Look kids, this is what happens if you become an actor - and then what happens if you're desperate for work. You and up, hired to be a four-armed bug demonstrating a board game about squashing plasticine bugs. Don't let it happen to you.

So there you go, Toy Fair 1991 is a rustle from the comfort of your own home. Me, I'm not going near a toy shop for the rest of my life. Ugh!

SUPREMACY



When it comes to the crunch, have any of us got what it takes to press that small red button and destroy the world? Rik Henderson has, and he wouldn't stop there! In fact it'd be surprising if a few worlds didn't go belly over tit under his ruling.

When you think about it, why would anybody want to own eight planets? I mean just think about the swatman problems you'd have to deal with with that many people under your control - and what about all the poll tax you'd be responsible for! Nope, I think I'd rather spend my few years as a humble hack, all I have to do is write crap out shovels of.

But some people have the unilateral urge to conquer everything in sight (unlike Billy Bigger from class 2B who had the unilateral urge to conquer everything in sight, including Miss Bottomly from the science labs, and ended up having his bare buttocks spanked with an extremely large and supple twig), and they even go as far as to take over - by force - large countries. Take, for example, a small Italian led with chubby cheeks and a living for cheese, shave his head, shave him out so a few pounds and develop rather hairy legs, and Bob's your Twin Peaks mania you've got yourself a Mussolini-

like, who would, no doubt, try to take over the world with novel but a plate of over-boiled spaghetti.

Similarly, if you took a small development house, shaved all the staff's heads, gave them a computer or two and told them to get cracking at some silly games, they'd soon got ideas above their stations and try for a little slice of the software world domination cherry pie. Probe has, in the last few years, risen from a small bunch of gamers who dabble in games to the biggest thing in the computer industry since the Oric. And to celebrate the way they've stormed the business, they've produced (for Melbourne House, an offshoot of Virgin Mastertronic) Supremacy, a game all about going some intergalactic dictator a run for his money in the ass-kicking stakes.

There are two opponents that you can choose to compete against, and depending on which one you choose you get a certain number of planets with which to play silly buggers on. Both



◀ The sky is the limit! You can almost see the hole in the ozone layer! And up there where we're painting is where RM's hacking has done the most damage!



prospective Saddam Hussein line up at either end of the Galaxy and they have to take over

(Gibson's?) each planet using an elaborate method of population, where you must first make the air breathable for your people, give them enough agricultural help as you can, and set up an

will imp home after suffering a severe twisting.

Every action is done using a cursor-controlled system and some rather spiffy graphics. You are able to buy the objects of war, etc., by taxing your people and spending hard cash (in preference to the pathetic hard coin), so a



conversion. The strategic element, although no way in the same league as Star City, is very engaging and the simplicity of the idea helps to enhance the initial grasp factor that those games need for a younger gamesplayer. As you can guess, I rather liked this game and it's certainly more fun than running around the country observing com-cards. We know that aliens exist, all we need to do is give them a good Earth-like spanking.



enormous army to stop a) any desert, and b) any other would-be dictatorship coming along and naming your man-made democracy (7).

Of course, the computer controlled opponent is doing the same, and at one point you'll have to meet him in the middle where there'll be an outright great focus and one of you'll

thinking and coming dictator is called for, otherwise you may find that you're just as likely to get a good looking from your own people for American peacekeeping focus - which ever comes sooner.

Supremacy is a very slick product indeed. It did very well on the 16-bit and has lost nothing (even in graphic quality) upon its

CREDIT CARD	• Date clearly seen	• 4.5/5 LAUNCH Excellent	• The most likely to
	• 4.5/5 GRAPHICS Excellent	• Will excite that few that kind of image look about them	• 4.5/5 PLAY Great
	• 4.5/5 CONCEPT The conceptual "what if" thing?	• 4.5/5 VALUE Great	• 4.5/5 USE Great
	• 4.5/5 VALUE Great	• 4.5/5 USE Great	• 4.5/5 USE Great
NAME: Supremacy SUPPLIER: Multimedia House PRICE: £10.99 tape, £14.99 disk RELEASE DATE: Out of this world now			
OVERALL			86%



Dominance in space, it may sound like a half Swedish skin flick, but believe you me it's a hard task (although not as sweaty). Oh, and the game's sticking too



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Back numbers include 55p postage and packing and are available from YC back numbers, Select Ltd., 6 River Park Estate, Berkhamsted, Herts, HP4 1NL. Cheques should be made payable to ALPHAVITE PUBLICATIONS LTD.

MAKE SURE YOU HAVE ALL THE GREAT YC GAMES

Other issues are available but not shown.

SOFTWARE OVERKILL!!!

WIN VIRGIN'S LAST FIVE RELEASES

Thanks to the ever so spryly Virgin Mastertronic, and to give a big hurrah to its new game Supremacy, YC offers you the chance to win a copy of the last five games that the company's released. You can slash all over the place with Golden Axe, call yourself Eric with Monty Python, drive everybody crazy with Super Off-Road Racer, dispense some hot-lead-en law with Judge Dredd, and Supremacy chuckled in an'ail!!!

WHAT
YOU
MUST
DO...

Write a caption for the pic opposite, pop in on a postcard or ailed envelope, and send it to the address below. The funnest five will not only grab the goodies, but their authors will see their name in lights (well, the next best thing anyway) with their captions. Rude ones will be banned if they go too far!!!

Send your entry, by the 1st April, to
**SUPREME BEINGS COMPO, YC, 20
POTTERS LANE, KILN FARM, MILTON
KEYNES, MK11 3NF.**

All the normal compo rules apply!!!

5

1ST PRIZES

- 1 copy of Supremacy
- 1 copy of Monty Python
- 1 copy of Golden Axe
- 1 copy of Super Off-Road
- 1 copy of Judge Dredd

Please state for cassette or disk!!!



?

LINE OF FIRE



Or how tall those glowing rockets are just? I wouldn't hang around, yet it probably had great-looking tracks like the ones in a cross between a tank and a heavy tank - fast and with no hassles!



This time he's gone too damn far. Duncan Evans ventures in search of an all-powerful machine gun but walks straight into US Gold's Line of Fire.

Oh no, I thought as this popped onto my corner of the office floor, not a bit nipped 3-D object scrolling game. Yup, the type of game that *Afterburner* and *Operation Thunderbolt* proved the Commodore was completely useless at. It just doesn't have the graphics resolution or the speed to shift large 3-D objects backwards and forwards. For chumps, even the *3D* has trouble doing it, so on the Commodore 64? No way.

So, how do you judge a game that is the converse-

most importantly gameplay with a just one more go look. Just as the software houses reckon they're doing you some sort of favour by converting a game doesn't mean you should automatically go out on hands and knees, cash in hand, bowing to the slightly over-up lance.

Line of Fire throws you and a mate (otherwise it's a suicide mission on your own) into mine field territory, on a mission to steal the Roper machine gun (hardly seems worth risking your life for). Thus part one of the game takes



of a big game over-up, and is generally reckoned to be unconvertible. Same as we always do of course. Good graphics, smooth scrolling and animation, snappy music, crisp sound, and

place indoors, with windows rushing quite effectively towards you, along with passive soldiers in brown and green. The outdoors bit is pretty easy to progress



**THE
BUDGIE
COLUMN**

This is a game to play with a friend (make him play the game), and represents pure unadulterated destruction I shoot mums from. Health, and cheap mums at that. For the silly price of 2.99 you can't say no, in fact I must.

XENON
MASTERTRONIC
E2 99

Pivoting your
fighter/groundcar you
need to jump between
vehicles, to take out the
airframe, missiles, and

Actually the game was quite revolutionary when it came out featuring some sparking power ups, flipper resets and variety aplenty. It only looks dated now because

EXTERMINATE

Ashley Cotter-Cairns plays a bit of squash in this handy game (green).

possible on the 64. This was done by porting them straight through a digitiser and colouring them in with the 64's palette. Whilst our technical resources cannot hope to match the 6801 colours that an arcade artist can tie the graphics team the look and feel of the coin-op's grandeur from which it was inspired.

And if you thought that was impressive, then here's an even bigger surprise: The sound comes directly sampled from the 16-bit version! So now let your Atari-playing chums tell you that the 64 can't do sound as good as the old

Anyway, on to the game stuff. Life as a Human being is great, all you do is wander around helping out things. (Imagine what it would be like if you were one of the things that Humans like to kill most often. Imagine. Yes, the really gross things that come in when it rains are the subject of this little game.

Well, the bugs in the glass are not taking that attitude lying down, crawling on their bellies is out and they don't take no

Well, I'll be begged! Or should that be begged? Either way, I'll be it after this tasty little trypsin from Harrowood Autologene! It's the company's first ever viridic conversion—and it looks like being a beggar of extremely large proportions.

The arcade original wasn't really amazing enough for my liking. For an arcade machine, I felt that it lacked something, but anyway, that didn't stop *Asakusagumi* from sporting its potential as a wonderful SN title and so they went and tied up the entire

And what a great job they have made of it too. There can be no doubting the origins of the game. The graphics are as close to the arcade original as

[illegible]

NAME	Edmundson
SUPPLIER	Alcatraz
PRICE	£6.00 Team, £14.00 Grid
RELEASE DATE	Call now (priority)

[illegible]

83%

A pretty good conversion of an ultimately naïf arcade machine! It looks brill though.

WINATOR

prisoners! No, the Humans in this game become the hunted as the invaders try to expel their enemies of old.

Needless to say, you play the part of a Human who's been sent to destroy three mutants of science. To do this you come armed only with a laser finger and your wife (plus those of your best friends, which still adds up to nearly zero). You have to take out as many of the nasty basts by swatting them, shooting them or squishing them with your fist.

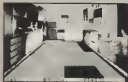
Swatting is great unless you try it on a wing as he will react likely stamp you. Swatting things is a little

bricky as it requires thought and judgement. So the best method by far is to curl up your fist and pound the onerous creeps into a lovely squish on the carpet. This colours the tile onto which you squish with the mutant's blood and if you colour in a line of the ever-rising tiles you can progress to the next room of the house.

With loads of houses in the street and several rooms in each house the game is going to take a long time to complete. Addictive and a lot of fun initially, it may pull after a few hours but at least you won't feel ripped off. Should be a hit.



GA have called Malcob? Little bubs with big muffs and nice bigger angry awahs - you'll definitely need a head!



everyone has coped everything in the game.

Kanon isn't as intense as many a recent blaster, but is still pretty good value at a budget price, offering an entertaining number of features, if not dross on one destruction anytime.

RATING: ○ ○ ○

DOUBLE DRAGON

MASTERTRONIC
£2.99

Double Dragon features the usual martial arts plot of someone's girlfriend being kidnapped by the Black Warriors, though why anyone would kidnap a street punks girlfriend and then expend men, money and equipment defending her to the death, while unhesitatingly putting their own neck on the line, is a moot point.

What it means is that the two Lee brothers, either singularly or together can leap, punch,

chop and beat their way across sprawling slums, factories, suburbs, and the like. Warriors hideout for a final confrontation with the infamous Shadow Box (green, etc, etc).

This boils down to five different scenarios, each one very nicely presented.

As well as kicking seven bells out of the opposition you also have access to all manner of lethal weaponry. Bombs can be thrown along with knives, oil drums, and baseball bats and whips can be used to inflict maximum damage.

All good and well in theory, in practice it works out very nicely, offering great beat em up action plus the variety of different locations and weapons. Once again this is even more fun when played as a simultaneous two player game, since you can cover each others backs, or not as the case may be.

Colourful and detailed graphics, satisfying beating, and five levels to pound your way through. Great stuff, especially at this price.

RATING: ○ ○ ○ ○

YES, PRIME MINISTER

MASTERTRONIC
£2.99



I wonder if the TV series of this game is still Maggie Thatcher's favourite TV program. Maybe not after she got kicked in the back by her own troops.

TWEET
TWEET!

the national and international crises that are thrown at you. A poll of the state of the nation keeps tabs on your performance, or lack of it. Still you do have two loyal and trusted advisors to draw support from: Sir Humphrey Appleby and Bernard Woolley. If you liked the humor in the TV series you should be happy with this rag that's two lay on you. When engaging in chat chat,



own troops. Beware exactly the same fate awaits the unwary as you play Jim Hacker trying to survive a week in office (well five days to be precise).

After a succession of action games, this is a return to an Oxford Digital Enterprises game of 1986, which makes it neither old nor wrinkly. Graphically it looks like 1986 too, but then, since this is a strategy game, the graphics aren't that important.

The object is to survive your five days by reacting correctly to all

you are usually presented with a lot of responses or a Hackogram where you point to a place on a graph to indicate a strength of response.

This does lead to subsequent games being stale, but there you go.

Yes, Prime Minister shows its age now, being written in 1986, and doesn't offer very much for anyone other than a fan of the TV series. And if you are that, then this is still worth picking up on budget.

RATING: ★ ★



SUPR

It's life in the fast lane with all star driver **Duncan Evans**, winner of five Formula One World Championships, and designer of a new racetrack at Monaco. So he says.

Scrolling vertical top down racing games are not new. Why then have been hundreds of the darned things? Thousands, even hundreds of thousands. Admittedly there aren't that many different ones, but there have been racing games aplenty, especially this last year. And who would have thought that software houses would go back to top down racing after the mega-bucks success of old hat like Out Run, and Power Dink (though I still reckon that is the best ever 2-D racing game on the console).

Who would have thought it eh? Not me for sure. I don't get paid to think (most times I don't even get paid!). I got paid to waffle. I mean offer concise and incisive comments on stuff you're gonna shell out green stuff on. So I shall

Super Cars is a game of racing for a Championship through nine races, with you having to constantly finish in the top three to continue playing. Huh, it wasn't like that for Alan Prosser was it. Anyway this isn't like F1 unless you suffer from some sort of motor neuron disease in which case being a bookie at a racetrack, or an owner in a Kyle video is a better proposition. It's not too hard because there are only five cars involved to start with, so even though you start off with a clipped out wreck of a sports car, with the turning ability of a block of forged steel, and the acceleration of a sloth, you can pick your way round the fairly dull course to victory. Or a top three position anyway.

What makes the driving hard is not the actual driving (which consists of



PER CARS



fire for accelerate, left and right, and no fire to slow down) but the pecky sprite detection, the effect of collisions, and that you have to learn the obstacles to get round without running into the walls. Hit anything and your speed drops to zero and you lurch backwards.

This also has a secondary effect: it knacker your car. Your wheels get rolled on edges, tyres, fuel and body, all of which decrease as the race takes their toll. Luckily every time you finish a race there's some cash in it for you which you can spend in a number of rather exciting ways.

Either repair the car, or trade it in and buy a new, better version, or a new set of wheels altogether, or buy some armour, rockets or performance boosters like power steering, turbo charger, anti-slip kits, retros and high speed kits. With the masses attached the game starts to take on a *Beatside* like feel, except the race tracks are set in a desert, supposedly

progress on to the next stage. Manage that and you get a password so you don't have to do this again, which brings us back to the idea of a driving championship. It doesn't appear to be one where you score points, just surviving to the end is the victory. Super Cars is very like a Sega/Matteltron game that came out last

year (it even looks as dull as it), and more recently the excellent Nitro (it's not only so fast) which showed how to really do this sort of game. Still for all that it is playable and entertaining in a pedestrian kinda way. In fact I can't find a tricker for these sort of games and go as far as to say, it can't lead at all.



Though if this is a desert then my back garden is an equatorial rain forest, it is bland though, like white toothpaste, it has no flavour, conjures no imagery of racing beneath the burning sun through sand blasted terrain.

No fun, never read, the missiles are good fun, but they cause an awful mess, which you have to avoid on following circuits.

The first new races you can attempt in any order, but all need to be completed before you can

CREDIT CARD	Plenty of		
	<ul style="list-style-type: none"> More a Comable Out the FX 419995 are cardy 2000 	<ul style="list-style-type: none"> The photo 449995 those are good, but the ending gratified on the day 	<ul style="list-style-type: none"> Plenty of 449995 Long to get into and play 5 out the what
TOTAL			80%

Graphically nothing to write home about, but it offers an easy start and plenty of variety and races to play through

THE YC GO



Aided by ruthless accomplices, YC has been holding innocent press officers to ransom until they hand over piles of free, gratis and for nothing goodies for you to win. To get your share of the swag, before the Police arrive - "Honest, Officer, we just found it all in the middle of the road" - write the NAME of the PRIZE you want to win along with your name and address on the back of a sealed criminal rec..., er..., postcard and pop it in the prison mail to: **THE YC GOODY BAG, YC, 30 Patters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

Then we'll pull the cards from different hat for each prize and Bob's your uncle. If you want Bob to be your uncle loads of times and you want to enter for **EVERYTHING**, just put a separate postcard for each prize in one big envelope and write "LOADSAPRIZES" on it.

10 JESUS JONES POSTERS

What a name, what a group, what a sound, what pop-stars. 'Yes! 'Yes! 'Yes! With their new album "Doubt" following close behind the "International Right Young Thing" single, what better than a stonking J.J. poster? Write "JESUS JONES POSTER" on your card for a crack at this 'un



5 DICK TRACY T-SHIRTS

Clothe your form with a Dick Tracy T-shirt and look like a million dollars. Of course, when Rick tried it he looked like five pounds fifty but there you go. Write "DICK TRACY T-SHIRT" on a postcard and high fashion could be within your grasp.



5 DICK TRACY MUGS

There comes a time in every coffee mug's life when it needs friends, and what better friends for all your old mugs than a brand new mug? Embellished with our Dick's to go no less. You could defend a price if you write "DICK TRACY MUG" on a card.



GOODY BAG

25 STUN RUNNER POSTERS

Thanks to Domark, we've all been speeding through a brightly coloured netherworld, experiencing the time of our lives. But enough about the free cans of lager they sent, Stun Runner was quite good too. And now you can brighten your wall with a poster if you play your cards in dogs while "STUN RUNNER POSTER" on your poster!

10 BEATS INTERNATIONAL POSTERS

Beats International, the combo that hit the topnote with "Club be good to me," featuring gorgeous, positing Lundy Layton and gorgeous, positing Norman Cook, have a new single called "Echo Chamber." If you write "BEATS INT POSTER" on your card, you could end up with one. Cool!

5 STUN RUNNER MUGS

Fresh from Domark's kitchen come three mugs (and we're not talking about the stuff - see, only joking!) and you could be drinking your tea-time cocoa from one if "STUN RUNNER MUG" is awarded on your card.



25 SUPER MONACO GP POSTERS

"I like driving in my car, beep-beep, beep-beep." That's the C84 version of the arcade game and NOW... the poster of-the-C84 version-of-the-arcade-game. And, if there's any more room on your wall, try and win one of these... by writing "SMGP POSTER" on your card.



ALL
ENTRIES
SHOULD
BE IN
BY
1 APRIL
1991.

DRAGON STRIKE

Duncan Evans crosses the pocket line to test for himself the feel of something large and throbbing between his legs.

your legs, so let's concentrate on the latest in an ever increasing line of officially produced AD&D adventures. Or not. While the idea of computerised NPCs is a good one, and a friend of mine is so wooden as a DM you can't tell whether the game is computer or human moderated, why oh why oh why must we suffer these so called action games. I mean the first one was truly legendary, and now we get Dragon Strike, a game of everyday 3-D dragon combat. Personally I was

hoping this was going to be a condense of Joust, but no such luck. It is a 3-D game (though with wobbly and flickery sprites, rather than any difficult scenery manipulation), and you sit on a dragon, trying to smash on people.

There's a simple little scene setter of a storyline, which shows the usual lack of imagination, ie, there you are, on dragon pocket duty, just a fresh faced lad new to world, hoping to pull some real muscles rather than the back of

beyond duty when waddys know, some outsiders go sailing by, and in the true spirit of torch first, question later, you set off to roset their chestsnuts.

Well, that's just the first mission, there are plenty more beads, and it has to be said the way the attractive map plots your course through the game, listing position, then introducing a little plot before each animated outburst is well done and a much needed interlude between, what are, quite frankly, fairly poor combat scenes.

You can play on joystick and keyboard or just keyboard only, but make sure you spot the little-volume card since the data card concerning the controls has it up and down the wrong way round. This would be a fatal discovery except that your dragon obviously doesn't have power steering or climbing

Right well, that's the first and only use of the muscled about things between



"YOU HAVE BEEN KILLED. DO YOU WANT TO TRY AGAIN? THIS IS A FATAL MISTAKE."

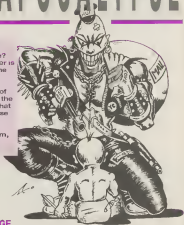




POST APOCALYPSE

So you'd like a Post Apocalypse badge, or maybe even a free game? The only way to get either is to drop our posty with the mosty a letter and every one printed receives a badgercoin. The Lotta of the Munt gets a copy of the best game reviewed in that month's issue. Send those letters to: Post Apocalypse, YG, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.

I've just got in from the chip shop where we had quite a discussion about which side to batter a fish on first, and how hot the fat should get in order to cook the chips to that ever so perfect golden brown. After such heated topics of debate any subjects that you lot could talk about will only pale in comparison so I'm off... (Oh, get back here and do your job!) - Rick) .. Oh, okay. Get on with it then.



BADGE HUNTER

To posty, here's it hanging man? The new look is well liked and I'd like to fire a few shots at you for you to answer.

a) What's happened to Flame Head? One minute he was in the Middle East having found his dad and that was it.

b) Why does Rick always have his mouth open every time he's photographed? It's a big

one too, isn't it?

c) What does a letter have to be like to get the Lotta of the Munt award?

d) What's your all-time favourite game ever? Mine's Croczone, which shows you how long I've had a G44.

e) Do you think the C64 console will take off?

I reckon that's about all for now, where's my badge?

Paul Hastings, Cambridge

PS, Firstly, it's hanging from a beam in my living room! But I suppose I'd better give you a few answers.

a) Flame's currently hiding in a bunker waiting for the next part of the strip to be written. As long as a stray SQUAD doesn't loop him on the head we should see the final part of 'Rocks' in next issue.

b) Rick's mouth is bigger than one of Clara Reynard's dresses. The reason he opens it every time somebody takes a photo

LETTA OF THE MUNF

SCORES ON THE DOORS

I think your mag is cool, and is a brill buy for £1.99. Please, please could you put a list in every issue of what budget & full price games are coming out? I would be grateful.

Also, how the hell do you add the score box up? Please tell me it's getting on my nerves.

Anonymous, Gainsborough

PS. You're Cool!

PA In theory a list of new releases would be a great idea, but unfortunately no list would ever be correct as the release dates are set by the companies and they are hardly ever met! The best we can offer you is the small 'Release Date' section of the Graph Card.

Talking about the Graph Card, what we do is give graphics, sound, fix factor and half-life (durability) a score out of ten, add them up, divide it by ten, times it by 5 and there the result on the bar and makes up an overall score out of a hundred on how good we personally think the game is. There you have it.



SOME CONFUSION

I'm a 14 year old boy and I've been a YG subscriber since February 1990. I would like to congratulate you for the good work on YG although I ask for more colour...

But unfortunately I haven't received (with or without colour) the July issue, can you solve my problem?

Jorge Goss, Leeson

PA. Err... Er... We have published a July issue although subscribers will still receive the same number of issues that was paid for.

POOLS OF INTELLIGENCE

Thank you, thank you, thank you.

As you might guess, I'm extremely happy to be receiving YG. We only started getting it last month and we couldn't be happier with it, it's just great.

The reviews are top of the line and the posters are truly stunning. And Flame Road has got to be the greatest hero ever.

On another note could you please help me in an adventure? I'm stuck on Pools of Radiance with the ghost in the library, how do I tell him if I can?

Fred Gallo, Morseman, Western Australia

PA. It's quite alright, it's quite alright!

As you might guess, we're extremely happy to be receiving your cash, and we're glad that you've got the sense (and courage) to buy the world's best CGA mag. As for Pools of Radiance I'll ask Paul Riggby to deal with it in one of his columns.

By the way Flame Head's here? Hah hah hah!

is because he's warning the photographer that his lens is just about to crack.

c) Better than this one?

d) Gargano was a

clown wasn't it? But the most popular game where I come from is 'Stick a rocket up a cat's bottom and point it through the neighbour's letter box', that was always a screen flick, none of a high-pitched and really!

e) Only if you stick a Robin Royce engine in it and glued a couple of wings either side. Anyway where would you find a pilot small enough?

That's your lot, and when your badge is now is not what you should be worrying about, it's where it's been, if you know what I mean.

Think this has arrived at the wrong magazine. I'll send it on to Jelly User for you - PA

to sample a few full price games before I buy them. Other mags do that so why can't you?

Derrick Southern, Macclesfield

HEY DEMONA

My brother says that you're a griffon and that YG is a load of crap, but he says Sinclair User is what would he know!

Anyway, the reason I write is that I would like to see demos of games on your free cassette. Some of the complete games you give us are good (Freely The Snowman, Rainbow Chase) but I would like

PA. As you can see we have started giving you some hot demos of the most recent games, and in fact there'll be at least one on every tape from now on. The only prob is that to accommodate for them we have to lose a corresponding number of complete games, and the value of the tape goes down. Maybe we should have a vote - complete the form below and send it to the usual PA address...

JELLY BELLY

Dear Denis,
My husband has recently had a few problems with his sticky toker. Every time we jumped up and down on a plate of cold teen jelly his machinery clogs over and sends a pulse up his... (CUT. um, I

THE BIG TAPE DEBATE

I think we should have loads of demos on the tape. ☐

I think we should keep things the way they are. ☐

I think we should have no demos on the tape. ☐

Tick the box that's most relevant!



READER OFFER

*Keep Apocalypse
in the Post Room.*

To keep Post Apocalypse busy we're offering an assortment of C64 games on cassettes, including Flimbo's Quest (demo), Finders Keepers, Kentilla, Microdot, Rainbow Chaser and Spots plus lots of other games as well. They are all games from previous issues of Y.C., so if you missed them you now have the chance to own these stonkingly good games.

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keep the Maniacal Mailman in the post room for days.

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delivered 500 doses. Now the team re-



WIN THE ENTIRE IRAQI ARMY* WITH STORM!!!

YOU TOO CAN
TAKE OVER A
SMALL
COUNTRY WITH
WHAT WE'VE
GOT TO OFFER!

To celebrate the funkiest shoot-em-up in the history of the compma, YC and the publishers of SWIV, Storm, have teamed up to give you some truly fantastic prizes. There's some wicked DiY models of jeeps and a helicopter, plus 20 copies of Storm's previous game, St Dragon, up for grabs, and all we ask the winner to do is get an adult to buy the glue (it's mighty dangerous stuff we don't mind telling you).

WHAT
YOU
MUST
DO...

Write a phoney war report! We've all seen how the papers and the news have been reporting on the Gulf, what we want you to do is write a small report (no more than 200 words) on a war of your own choosing, fact or fiction. The winners will not only grab the goodies but will be printed in a future issue.

Send your report, by the 1st April, to:
KATE ADIE CALLING, YC, 20 POTTERS LANE,
KILN FARM, MILTON KEYNES, MK11 3NF.

All the normal compma rules apply!!

1

1ST PRIZE

1 Model Jeep
1 Model Helicopter
1 copy of St Dragon on
tape or disk

2

2ND PRIZES

1 Model Jeep
1 copy of St Dragon on
tape or disk

18

RUNNERS-UP PRIZES

1 copy of St Dragon on
tape or disk



*After the Allies have finished with them!

KONSOLE KRAZY

C64GS NEWS, VIEWS,
PREVIEWS AND
SAUSAGES CALLED
GERALD WITH RIK
HENDERSON

REVIEWED



BOBOGOP 2
Laura Norder
in the shape of
a beef Noodle
game box



**SHADOW
OF THE
BEAST**
This sounds
like something
associated
with Duncan
Evans when
he hasn't
shaved for a
while!

PREVIEWED



**THE SPY
WHO
LOVED ME**
A serious case
of Bondage!



BRIEF BITS

DEMON- STRATION

The bluish of the Gerson, that Enigma game that we've been waiting so long for is almost with us and on cart too.

The reason for this is that the game is supposedly SO large that there was no way that it'd fit on a tape or disk, and if it did it'd take absolutely years to load each section (and everybody knows what a drag multi-loading is). Also, as we all know, the mass production of cartridges takes a lot longer than any other formats (two weeks from master to final), so I'm afraid we just have to wait.

Further news from Empire states that the C64 version of Wild Streets (a

rather needless beat-'em-up) will also be converted to cart in time for Easter.

NARCO VAN BASTEN

Dinamex, the company behind the ancient Army Moves, has announced that the company's first C64 release for quite a while is to come out for the Games System.

Narco Police is a strategy/tactics game based in the year 2000, and is a mix of 3-D Operation Wolf style gameplay with top-down strategic sections. You must infiltrate a Narco Processing Lab and blow it to kingdom come, whilst completely annihilating everything that moves within.

BRIEF BITS CONT.

STUNNED AGAIN

The very mediocre S.T.U.M. Runner is the latest Danish game to be converted onto

cartridge, and I think at this point we can take it as read that that'll be Danish a policy from now on.

OTHERS

Other games to come to the CDS are Bartleby - a completely funky chess game with superb character animation, and Ultima VI - role-playing at its finest.

SHAD THE

ROBOCOP 2

When I heard that Frank (Dark Knight, No. 100 - Yearling) Miller was to write the screenplay for this eagerly awaited sequel, nothing could stop me harassing everybody I could until I got my hands on the script. Two reads of it later and my suspicions were confirmed, the movie was gonna be hotter than a chili pepper in a pot of boiling fat.

Something went drastically wrong though, between file and the rest of the film and Robocop 2, on the big screen, proved to be nothing more than Robofat. It was crap in almost every respect. All the most plot announcements probably lay on the cutting room floor, to make way for the more violent scenes. And any humour that had originally seemed less more likely made their way into one of Tony Blackburn's juke boxes (because they sure weren't here).

Fortunately for Ocean, the game suffers very little from the poor cinematic shooting. And it mixes more on the original gameplay than on the weak plotline that gets in your way. If you fail to grab 80% of the game you'll have to go in for a spot of shooting practice on the range (much the same as the first game). The other sub-game is a sliding blocks puzzle, of the type that we've all got stuffed in some drawer, probably with a picture of He-Man or Skeletor printed on the front.

For sheer blasting fun you won't be able to get much better than this, but my advice is to certainly consider how much worse you're laying out for the pleasure.

Similar time include the scrolling shoot-'em-up play of the main part of the game - although this time in a right way sort of fashion with arcade/adventure elements - and the free



of shooting practice on the range (much the same as the first game). The other sub-game is a sliding blocks puzzle, of the type that we've all got stuffed in some drawer, probably with a

picture of He-Man or Skeletor printed on the front.

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sub-game. Just break up the action enough for your battered trigger finger to soothe itself sufficiently for another onslaught of 'robblin'.

During the main gameplay you must search certain areas for coordinates of Nuke, a truly mind-boggling, very addictive, drug (much like Teenybourn) and (look my dear, and, of course, destroy anybody that gets in your way. Try to go to get Nuke at the end. Unless you'll have to go in for a spot

CREDIT CARD

Name: Robocop 2
Supplier: Ocean
Price: £19.99

OVERALL: 87%

A great blaster with tonnes of perks to waste, and certainly better than it's older brother movie.

ADOW OF E BEAST

If you went down to WH Smith when this game was released on the Amiga, you'd find yourself having to push through the crowds of people just to get to the CD-I section, as they'd all be ogling at the screen at the gorgeous graphics and the very funny sound FX, but most of them were just stupid. Because, like most games of the time on the Amiga, the graphics and sound were in no way connected to the gameplay. In fact it seemed as if somebody had said, "This game looks really good, but don't give me a brain, it's just a game, so I'll make it sound like a game." "This game looks really good, but don't give me a brain, it's just a game, so I'll make it sound like a game."

And so Queen's grabbed the rights to convert the "base" into the C64, and what do you get if you take a game with great graphics and sound, but with very little gameplay to speak of, and put it onto a machine that's not too hot



PHOTOGRAPHY

Name: Shadow of the Beast
Supplier: Ocean
Price: £19.99

OVERALL: 72%

A plod-along-run-up with little to offer in the gameplay stakes save only for the immense amount of mapping to be done.



80 graphics and sound? That's right, very little game play to speak of.

This doesn't mean that CD405 80TH is a disaster

In fact it's quite an achievement, if only for the fact that you know what you're getting. And what you are getting is a painless scrolling feed of maps, as you trot along the landscapes, searching for keys and battling up monsters. Mappers will have a field day.

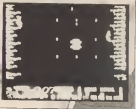
The graphics ARE pretty, if a little too cartoony, and the songs distract you some knobby beats, but the whole affair is a tad boring for those who would rather have a game that would stress their psyche. The end-of-level monsters though will probably give you the incentive to persevere, if only to see how gruesome they are.

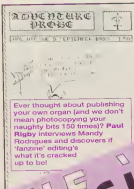
PREVIEW

THE SPY WHO LOVED ME
Danzon

R *See* **Reagents**

off-wind on the Amiga version. Now Denmark has the chance to add the whole collection of 100 tapes to the 100,000-tape master-grade collection of the 100,000-tape master-grade collection.





Ever thought about publishing your own organ (and we don't mean photocopying your naughty bits 150 times)? Paul Rigby interviews Mandy Rodrigues and discovers if 'fanzine' editing's what it's cracked up to be!

THE 'ZINE MACHINE

until it was printing.
Mini Office 2 was another, short-lived,

experiences with her fanzine complete with hints and tips for beginners. I tried to stop her but the Editor told me never east omelette with your mouth full. So I opened a can of Tango and tubened, with a favoured beer, to a stream of Welsh. If I had had the YC Interpreter there, which I didn't, this is what he would have said:

'Sot any more Tango?'

Oh, alright... after that, during the interpretation,

'I started editing Probe on my C64 with a Commodore MPS-801 printer, which had no true descenders, no letter quality or anything. After reader's criticism

regarding the quality of the print I bought a Citizen 1200.'

So the first rule for all budding fanzine editors is - make sure your readers can actually read your fanzine! An obvious point, sure, but one that is too often overlooked. In fact, at one point before obtaining the Citizen (a good printer for the price), Mandy typed one issue,

'...and I printed it as well? Every page was justified in the June 88 issue. Of course, making a mistake when you're typing is a disaster!'

Initially, the Mandy edited Eto magazine.

'You'd have to be a masochist to use that! It took so long to do anything with it if you wanted to centre anything you had to enter CN 1. Then you'd type what you wanted to be printed and then you'd have to type CN 2 to switch it off afterwards. You couldn't see the results on the screen, either, you'd have to wait



wordprocessor. But it didn't last long because of memory shortages. Protast, on the Amstrad CPC is the present system. Basically, if you have a wordprocessor that you're happy with then stick with it. Otherwise, hang loose 'cause it'll be dipping into the sea and cure of hardware/software is a later issue.

So what's the initial promise of producing a magazine. That is, according to our Mandy? The nitty gritty? Tell it like it is Mandy.

"Producing Probe, I would say, it doesn't matter what machine I use as long as I have Protast to do it with. The spelling checker is essential, too. I usually print out the text in bold, near-letter quality, sometimes in double-strike as well (but it can get a bit blurry) on A4 paper and then reduce it to a copping. However, since this last couple of months I have changed to bold, double-strike, compact, near-letter quality with the slits font. Then I changed the wordprocessor's ruler to 55 characters instead of 80, 44 lines of text instead of 60 which all fits into, exactly, A5 size. Which is much quicker and cheaper as I don't have to reduce printed pages anymore.

So an ordinary A4 is laid flat on the desk and all of the different pages of printed text are cut out with a pair of scissors. Any diagrams or headings are sorted out too. After that, the whole lot is stuck onto the page with a mixture of spray-on glue (that you can wipe off and re-position) and clear tape (such as the Scotch Magic Tape) to stick the edges down and eliminate page shadows. Tips, for example, cover a fortune and you still see the

marks after copying. But why do that old fashioned leg-work when it's wordart of DTP are here? Unfortunately, Mandy doesn't really like DTP, although she used Timeswre on a MSX to include headings and so on. Basically, because she likes the in-built fonts. Another reason though is that, during a recent DTP experimentation, a large portion of the readership complained because they hated the style - so they demasted the old style back again!

Another lesson, here. Listen to your readers! Do not take the decisional attitude. You know, I'm the editor and I know best", you will only told your readers that way.

So once one side of the A4 sheet is printed up it is copied and then that copy turned around ready for the other side of text. Then it's stapled and stuck in an envelope.

Postage, you'll find, is a problem. The weight of the mag will dictate how many pages you include.

"I've gone up to 52 pages and it costs 37 pence an issue to send out. Forty pages, you get away with a first or second-class stamp. I'm on 100 grams now. If I go much more it'll cost me 32 pence for each issue. My postage bill is getting on for £250 per month."

A general tip to any budding editors out there is to thank the readers. A note of thanks for contributions will be much appreciated (you can include it with the next month's issue to save postage). It's not always possible. A not every time someone sends in a couple of lines of text might be taking things a bit far but reasonable contributions



it in the mag. They will love to see that their contribution is welcome."

But what do you fill you fansize with? As the editor, you will find that you will be doing all of the work for a while until the readers feel as though they want to make an effort

otherwise required for quiet contemplation. Whether, you do, make sure you have a steady reserve stock. Even if you have contributing writers. You will, undoubtedly, have dry months, with no - or very little - commissions. However when you do receive contributions let your contributors know exactly how much you appreciate it with a short note of thanks. Even if the contribution is small - never put anyone off. As Mandy says,

"What are editors for? You can take a very badly spelt letter, or the grammar can be absolutely dreadful and correct it. I do get the odd like that one from the very, very young. They've got something to say and they might not know how to say it. You know what they mean and you can write it in your own words."

One of the principal pieces of advice from Mandy, though, was that any editor of a fansize must be,

"... dedicated and must be able to meet deadlines. Sometimes it can be very difficult, but you can't play games. A lot of young people come along and decide to set up a user group or club or something and they play at it. They get a couple of issues done, they don't work at it and the whole thing falls by the wayside. People have to know that you're reliable. You have to release an issue, without fail, every single month. Other ways they will be less likely to send you yearly subscriptions (or one-time thing) if it's unreliable."

So dedication is the word, chaps. Ask Ray Castle.

One of the biggest problems with a fansize production is the price. It

is not worth running at a loss for the sake of an attractive price. Don't forget there is such a thing as "perceived value". That is, if you sell a fanzine for ten pence some people might say, "ugh, can't be much good at that price". Also, you will not enjoy dipping into your own pocket. So count up everything that contributes to the cost of the magazine - for a whole year. Then divide the whole lot by 12. When I say "everything" I mean it. From photo-copier costs and postage to printer's bills and pens. Add it all up. On the other hand, you can forget about becoming Robert Maxwell in a matter of months. Do not add a margin for profit, unless you want to turn the fansize into a serious business. Even then, however, be careful not to set the price too high that you'll scare everyone away.

Mandy also had other tips such as shopping around for supplies. Colleges buy their paper by the packet, for example. Making it very cheap. If you asked nicely, maybe you could be some off them. It may work out really cheaper than your local stationers. Other supplies may be bought in this way. Luck plays a part in finding a good bargain, though.

Finally, if you want to find out just why Mandy Rodriguez' Adventure Probe fansize, the mag for all people interested in computer-based adventures of all kinds, is so successful then why not buy a sample copy to see how it's done? Just £1.50 from Mandy Rodriguez, Adventure Probe, 67 Lloyd Street, Wandsworth, Geymoor, LL36 2PP (£2.50 outside the UK).

(page articles, for example) will take a contributor time and effort.

Another good tip?

"It always make sure that new subscribers get mentioned in Probe as soon as possible. If you get a letter or even a hint - put

Interviews are always a good thing. Besides the initial questions, they do not require too much thought. After all, you can print the type of interview that recalls a large portion of the interviewee's words. Hence, you will find yourself blindly copying what someone has said for the majority of the time. Saving time

NEXT MONTH

IN THE ONLY
COMMIE 64
MAG WORTH
SPENDING
YOUR DOSH
ON

IT'S COMING!!!

IT'S BIGGER THAN CLARE RAYNOR'S
CLEAVAGE!!!

IT'S MORE ARTY THAN TWIN PEAKS!!!

IT'S COOLER THAN A POLAR BEAR
SITTING IN A BUCKET OF ICE!!!

IT'S MORE POPULAR THAN BART
SIMPSON!!!

IT'S UTTERLY COSMIC!!!

What is it? We're not telling!!! Find out
next issue!!!

YO! Cooler than eating
strawberries - and you don't need
David Lauder to dress it



And some of the rest of it might be like this:

COMPUTER INDUSTRY BOFFO 1991

In the first heat of YC's sleep-meat-ing ex-celebrity quiz, we find out exactly how humilatingly little PR people know about the industry in which they toil. Ranged against each other: The foremost PR brains of the industry (or at least those who'd got back from lunch when we called)

JOYSTICK ROUND-UP

(Whypokee?) "Rashidee!" It's the last round-up as Rick and Azula play with their psychobots for the thrill of you, the reader. Can the games-playing hardware take it as the intrepid two "Wiggle it, just a little bit?"

YET AGAIN: LOTS OF FARGO, SKILLO, GAMES REVIEWS

As Rick stared at the full colour reviews that glared from the page, he gasped "How can we possibly fit so many stinking games into one humble magazine?" But he came through, weathered the storm and... "Well, you'll just have to read the next issue."

YO April '91 - More interesting than an acid bath without those messy bathroom stains.

Please, we reserve our right to upgrade/downgrade Michael Grade the mag's contents whenever we damn well please, should we feel like it because we're that sort of people - well that's what our Psychiatrist says.)

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Age rating:

MF A 14-18

Give time to glass (could prove) sharp before it RU/MS away!

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Alabama	Twenty-Fourth Album	Capitol	1997	Country	10	34:00	\$1.99	Available	Twenty-Fourth Album
Alabama	Twenty-Fifth Album	Capitol	1998	Country	10	34:00	\$1.99	Available	Twenty-Fifth Album
Alabama	Twenty-Sixth Album	Capitol	1999	Country	10	34:00	\$1.99	Available	Twenty-Sixth Album
Alabama	Twenty-Seven Album	Capitol	2000	Country	10	34:00	\$1.99	Available	Twenty-Seven Album
Alabama	Twenty-Eighth Album	Capitol	2001	Country	10	34:00	\$1.99	Available	Twenty-Eighth Album
Alabama	Twenty-Ninth Album	Capitol	2002	Country	10	34:00	\$1.99	Available	Twenty-Ninth Album
Alabama	Thirtieth Album	Capitol	2003	Country	10	34:00	\$1.99	Available	Thirtieth Album
Alabama	Thirty-First Album	Capitol	2004	Country	10	34:00	\$1.99	Available	Thirty-First Album
Alabama	Thirty-Second Album	Capitol	2005	Country	10	34:00	\$1.99	Available	Thirty-Second Album
Alabama	Thirty-Third Album	Capitol	2006	Country	10	34:00	\$1.99	Available	Thirty-Third Album
Alabama	Thirty-Fourth Album	Capitol	2007	Country	10	34:00	\$1.99	Available	Thirty-Fourth Album
Alabama	Thirty-Fifth Album	Capitol	2008	Country	10	34:00	\$1.99	Available	Thirty-Fifth Album
Alabama	Thirty-Sixth Album	Capitol	2009	Country	10	34:00	\$1.99	Available	Thirty-Sixth Album
Alabama	Thirty-Seven Album	Capitol	2010	Country	10	34:00	\$1.99	Available	Thirty-Seven Album
Alabama	Thirty-Eighth Album	Capitol	2011	Country	10	34:00	\$1.99	Available	Thirty-Eighth Album
Alabama	Thirty-Ninth Album	Capitol	2012	Country	10	34:00	\$1.99	Available	Thirty-Ninth Album
Alabama	Fortieth Album	Capitol	2013	Country	10	34:00	\$1.99	Available	Fortieth Album
Alabama	Forty-First Album	Capitol	2014	Country	10	34:00	\$1.99	Available	Forty-First Album
Alabama	Forty-Second Album	Capitol	2015	Country	10	34:00	\$1.99	Available	Forty-Second Album
Alabama	Forty-Third Album	Capitol	2016	Country	10	34:00	\$1.99	Available	Forty-Third Album
Alabama	Forty-Fourth Album	Capitol	2017	Country	10	34:00	\$1.99	Available	Forty-Fourth Album
Alabama	Forty-Fifth Album	Capitol	2018	Country	10	34:00	\$1.99	Available	Forty-Fifth Album
Alabama	Forty-Sixth Album	Capitol	2019	Country	10	34:00	\$1.99	Available	Forty-Sixth Album
Alabama	Forty-Seven Album	Capitol	2020	Country	10	34:00	\$1.99	Available	Forty-Seven Album
Alabama	Forty-Eighth Album	Capitol	2021	Country	10	34:00	\$1.99	Available	Forty-Eighth Album
Alabama	Forty-Ninth Album	Capitol	2022	Country	10	34:00	\$1.99	Available	Forty-Ninth Album
Alabama	Fiftieth Album	Capitol	2023	Country	10	34:00	\$1.99	Available	Fiftieth Album

1979-1980: paper offered; first experimental classroom
1980-1981: paper offered; first video program released

MISADVENTURE

Last month I began a new, occasional, series looking back at those adventures that you may have missed, especially if you are new to the world of adventures. A series that, I hope, will provide you with a ready supply of adventures now that the shops have reduced or eliminated adventure stock altogether.

This month as promised, I will begin a similar series devoted to RPGs. The first subject to come under the microscope (the YC model with the gun on the line) is the Bard's Tale series from Interplay.

BARD'S TALE Electronic Arts

Bard's Tale is, unashamedly, hack'n slash. There is none of your in-depth interaction here, readers. Granted, you'll have to solve a

number of puzzles but most of them are based on the password theme. However, as long as you approach the series in the way that it was designed, a slash'n bash, you will have a ripping time. You'll have to keep up your G&B after every session, mind you, the blood tends to get into all of these little crevices.

In Bard's Tale I the mythical wizard is blunderer whose khorn-stained claws have destroyed the once fair town of Skara Brae. To exterminate the vermin your dirty half-dozen warriors and mages have to plod every square inch of the town and its sixteen 22 x 22 rooms. Character classes also include monks, bards, rogues and paladins. You can "roll your own" or bring in seasoned dragon slayers from any of the Wizardry or Ultima. The bard is the interesting character in the game. This cheeky

When God invented 'omble slimy caves, he/she reckoned that they needed some kind of dweller most suited to the environment. Paul Rigby was the chosen one (probably).

chappy plays a variety of Jason Donovan songs that evokes different magical spells. Frequent mugs of ale are required to keep his throat in good working order, though, otherwise it'll dry up and he won't be able to play

(well, that's his excuse).

With a "through-the-eyes", first-person perspective window of the game's window to the left, a horizontal box holding text (character stats, etc) below and another box containing scrolling messages to the left the whole screen design looks very polished and clean. Control keys at the joystick or even the (y,k,j) keys will suffice for movement or locking down doors. Menus trigger other activities. These include shopping at Garth's, checking to see if anyone has been promoted a level at the tavern board, hiding at the many temples scattered around the town and having spell points recharged at Roscoe's. In battle you only have to type in easily remembered 4-letter codes rather than a spell's entire name.

One message from the first rank of attackers



Character Name AC Hits Gold Sppt Cl

URION THE PIST	-9	101	101	8	Pa
SA CLO	-9	90	90	8	Ra
MARCUS	-9	80	80	8	Ro
NEAL IN	-9	70	70	14	Li
SIR GORDY	-9	60	60	12	So
ORIN	-9	62	62	115	Ra



appears in the picture window during the fray, minutely animated with popping claws, blinking eyes, dragons spraying fireballs across the screen and so on. After a victorious battle you may be awarded experience points outright. In the mazes, however, you've usually got to cope with unlocked chests that are often booby-trapped. The mazes aren't stacked on top of each other as in some games but scattered all over the town. One is as deep as seven levels deep while another takes the form of a castle.

Bard's Tale 1 will take you a long time to complete and well, due to its tricky mazes, turn many players into thrashing, rather moat, jakes.

Bard's Tale 2 built on the success of the original. With more mazes (26), more classes (six), more monsters (over 100 kinds), a huge

wilderness, a bank and a casino where you play blackjack BT2 succeeded in increasing the number of mental breakdowns recorded in the UK during the year of its release, 1987. For the mazes there were 38 new spells and a new magic class. Also a Bogo makes an appearance, you can ask him questions. Monsters may be summoned and made permanent members of the party.

but, in the long-run, becomes harder! Especially with the introduction of ranged combat (you can use spears and bows) which applies to spells as well as weapons. Puzzles are also harder (some have time limits). Graphics are about the same in quality.

The final (for now) installment, sub-titled the "Tale of Fate" saw many improvements, including new character classes and spells, a wider

Confused? Interplay were! Targen has demolished Skarg, free so you must seek and destroy the boulder.

All in all, the Bard's Tale series was an excellent system that still entertains many a RPG fan. The UK distributors, Electronic Arts, tell me that only the disk versions of Bard's Tale 2 and 3 are still available from them. However, if you shop around you should still be able to



The plot revolves around the Beakley Ward which held the peace in the Realm for centuries. Legoth Zarla, an evil Archmage, stole the Ward and smashed it into seven pieces, then scattered them to different locations. As a result, mercenaries from the neighbouring kingdoms of Lothindae are running in packs, sorry, I mean running amok. So find the Ward after bashing Zarla and then re-unite the Realm. The beginning of the game is easier than the original

variety of puzzle types and the ability to use objects in order to solve them, the option to save the game while in the dungeon and auto-saving. There are 64 different dungeon levels to explore but they vary widely in size - right down to 5 x 5 squares in area. Thirteen character classes are available, including seven kinds of spellcasters. The plot for BT3 was the return, from the original, of the mad god Targen (although Targen is actually not a god in the original at all

find Bard's Tale 1. If you missed the series I highly recommend them. In fact, the Bard's Tale series were largely responsible for sparking the high interest in RPGs within the UK as a whole. If you can't find Bard's Tale 2 and 3 in the shops write to Electronic Arts at the following address (ask them about the Bard's Tale hint books, too). Electronic Arts, Customer Service, Langley Business Centre, 11-49 Sharn Road, Langley, Nr Slough, Berkshire, SL3 8PW.

WINKS 'N NUDGES

Yet another series starts this issue - where do we get them from, eh? Lot's of hints and tips, 'n' nugs. If you have any hints, tips or solutions to pass on please send them to me and I'll print them forthwith, or even sooner.

PLUNDERED HEARTS - INFOCOM

Daddy's been kidnapped? No! Yes, really? But don't forget to go the Mail before you troop off to find him. Once you've done that check out a good (?) Barbara Cartland in the library. You know - where they always keep the hidden doors, secret passages and the like. Handle things freely and try to overcome your strict upbringing and you should discover the passage.

DEMON'S WINTER -SSI

A lot of advice when you're creating your

party. Create a Paladin and buy him a priesthood, then giving you two skills for the price of one and having a character list. Don't bother learning Poison Lore or Hunting, they are of no real use in the game. View Land and Weapon Lore, however, are very useful. Having two wizards is a good idea. One with Spirit Runes, the other with Ice Runes.

BARD'S TALE III - INTERPLAY

Sore feet from walking around Tenebris? Can't find a Shadow Door to go with a Shadow Lock? It is there, just not immediately evident. Those of you who have gone on the coach excursion to Marilla don't forget to take all of those special goodies with you - you'll need them.

HEROES OF THE LANCE -SSI

Keep the mage and Woodruff in the front line, so that they can do their stuff. A few tips on how to

attack the following: tentacles, frightening, ferocious, arm - things. Beat Braccana - no problem, Giant Spiders - swing your sword downward to them. Trolls - "cham" or "hold" then hit him, Gully Dwarves - easy meat, Wraiths - charm and hit them quickly, Hatching Black Dragons - use the "Deflect Dragon Breath" and then hit their legs and lower body. Khazad, the mother dragon herself, who is so large and deadly she'll have you gibbering on the floor in total and utter terror - arm, head question.

SENTINEL WORLDS 1 - ELECTRONIC ARTS

Mining is not worth the effort. Chugging around in your ATV to pick up three types of ore takes valuable time and effort. Silly really as it brings little cash for your labour. When boarding ships don't forget to use projectile weapons and then raid the armory which is always in the same place. Grab the haul (especially the treasure) and then sell the lot. Incidentally, the strange items such as

artisan lenses and holophones may be pretty but they're pretty useless too. Sell them.

BARD'S TALE III - INTERPLAY

If you're having trouble obtaining a rainbow rose in Lucerna have you seen anything else which may have been rainbow coloured? Zor is a connoisseur. For those of you having problems handing out flowers, the bard's song at the ball is help.

WASTELAND - INTERPLAY

The popper is only a one-off ride, you'll need high agility to fly it too. Then again, as you can walk anywhere you wish is it really necessary? Sorry, but you won't be able to enter Darwin Base until you've visited Sleeper Base, which means you'll have to travel the entire.

ULTIMA V - ORIGIN

Food is a big problem at the start of the game, mainly because stealing is a no-no. The only thing for it is to keep your party small, in Italy, and eat non-essential items. You could hang around bridges and take a stroll at night to find a few monsters to kill. Have your most intelligent character do the buying and selling. If there are any beggars out there who still can't find the dungeons, look in the mountains for little piles of boulders.

Most people don't realize what being 'Scum of the Earth' entails. Oozin' Eugene has to be popular but everybody ignores his weeping screams, and nobody'll help him change his dressings.

Handy any tips that ask for the more recent games, but I'm waiting for you lot! Don't forget, we're playing real cloth - not Monopoly money - for original cheats, but if we've seen them elsewhere before you'll find they go straight to the bottom of the bin.

OPERATION THUNDERBOLT

A flash from the past here (but we've had loads of letters about it recently), and Richard Oakley offers a full guide to how to play it - and vents a noisy tirade for the trouble.

Level 1

Keep your gun in the middle of the screen and then move left and right to kill the soldiers. It is advisable to hold down the fire button, if you're a beginner, for more accurate shooting.

Kill the helicopters with a rocket. You should complete this level without losing a life.

Level 2

Remember, the enemy's bullets cannot harm you if they're on the opposite side of the screen, so don't panic. Concentrate your fire on the far edge of your own side.

Level 3

This level is almost impossible without using the continue options. Tanks are lethal because there are so many of them. If things get crowded, use a rocket. You only need one bullet to destroy a mine or ground-to-air missile.

Level 4

Accuracy aiming is vital to rescue the hostages. If a hostage gets in the way, shoot him.

The heavily armed officer is not as tough as he looks. Be prepared for him coming from the right, hold the fire button and follow him around 'til he dies. Also, try shooting him in the head.

Level 5

Same rules apply as for level 3.

Level 6

The men hanging from the top are lethal, so wipe them out first. Don't be afraid to use your rockets and when the end-of-level officer appears, shoot him in the head.

Level 7

Same as level 3.

Level 8

This one is a test of your reflexes, as the opponents come rushing towards you. In the final stage out, stay to the left of the hostage, hold down the fire button and blow the man's head off.



OOZIN' EUGENE'S SCUM OF THE EARTH

STRIDER - THE MAPS

Here's the maps to the yonks old US Gold game, one of somebody who declined to give us his/her name or address. It's okay

you can tell us, they weren't THAT bad, and now you've missed out on the chance of fifteen pounds each

Level 1



Level 2



Level 3



MIDNIGHT RESISTANCE

Neil Beacock (Dover) supplies all those frustrated Resisters, who couldn't get last month's tips to work, with a sure fire to improve your Midnight mania. And we supply him with the card

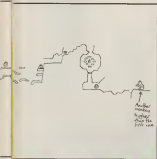
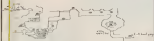


When you die and it tells you to restart the tape, press play and let it carry on. You should now be on the second level. You can do that on every level

Level 3



Level 4



That's your lot! Next issue we'll see the return of Winger's Cornut, the High Scores, and a few new tasty lumpsies.

If you've got a bundle of ORIGINAL hints, tips and maps, and you feel so inclined as to pop them in this post in order to receive a huge (well, almost) amount of doosh, send 'em to:

GOZIN' EUGENE'S SCUM OF THE EARTH,
YG, 20 POTTERS LANE, KILN FARM,
MILTON KEYNES, MK11 3NF.

You can expect to wait up to 30 days after publication for the cash, thought!

FOOTY CORNER



In a new section of 'Scum', where all the footy game tips are supplied in one place, we welcome Rob 'No Come Nickname' Jones and his incredible tips. A note's on it's Ray Rob.

pressing numbers until they cover the screen, then Return and the game will crash. You can now alter the program. Try changing the players' ratings to 0, and change lives 2000 and 2010 so you get several million.

MATCHDAY

Chip the ball from the penalty spot to score everytime.

ITALY 1990 - THE MAP

Em: Yes, Rob! - Goals

FOOTBALL CHAMPIONS

Buy any player for £1,000,000. You will go bankrupt and lose your job. You will then be offered a job at a 2nd or 3rd division side. Keep doing this until you get a job at one of the best 2nd division sides.

SOCCER BOSS

Go to the bank and swap



Neon Zone SPECIAL JOBBY- VER ARCADE SHOW THINGYBOB

Glutching his YC cardboard camera, **Jeffrey Davy** hit the ATEI and discovered truckloads of arcade games on free play. Yowser!

Neon junkies and serious business types in John Major-style gray suits mixed freely at last month's Arcade Trades Exhibition International, or ATEI to its friends. Many of the new games for 1994 were displayed by proud manufacturers in seed suits who strolled up-and-down, holding meetings with other people in suits while the serious business of playing the things was left to professionals like myself and any other degenerates that had been let in.

A part from the arcade games (reviews of which follow), there were some other, slightly odd, arcade attractions to be spotted. Talking frogs are, you have to admit, not the kind of thing you expect to see as you pop down the arcade. But a company called Glasdon have made one, it rolls its eyes, puffs its cheeks and, er, speaks in a sad but rather booming voice. It does need someone to work it, though - but from the back of the one came a Glasdon executive who seemed to relish being a talking frog.

Over at the back of the show was "the sensational 'fast draw' gun fight", for those who thrill out over High Noon-type situations. Two people get hold of



Neon Zone SPECIAL JOBBY - VER ARCADE SHOW THINGYBOB



people dying in ripe ol'een arcades, can you?

"Kentucky Derby" was a load of bulls , which had to be thrown into different-value holes as often as possible to move one of heck's racing carnies. Fast and furious, the race is won by the seated ball-thrower who manages the

quickest and highest ball score.

And weighing machines? Get outta here...

MEANWHILE, OVER ON THE SCREENS...

Possibly the most immediately challenging and fun game at the whole event, this new Alan offering appears to have crossed Tetris with Missile Command and infused shrivel strategy and massive killer addictions to make something of an unexpected stunner.

Up to three players go through three short stages. Stage one is the building of fortified walls around the center with randomly-arranged Tetris-style blocks. A castle has to be completely surrounded by walls or the player loses a life and, later on, any cannons they have managed to acquire.

Stage two sees each player positioning cannons within their fort walls and Stage Three sees the Missile Command-style action as players move their cannon sights (with a Tractorbeetle) over enemy walls and blast them away. The demolition achieved depends on how many cannons players have - the more cannons a player has, the more damage they can wreak.

And so back to the rebuilding phase until a player can't rebuild any more. The time limit is



strapped to their sides and are asked to draw their guns when a green light comes on. A computerized scoreboard announces the drive times and who managed them. No, no blood but you can't have



Neon Zone SPECIAL JOBBY - VER ARCADE SHOW THINGYBOB



competitively set and the game is just so damn addictive, I could hardly tear myself away

sound of a harp being strummed up and down when there was a Space Invaders machine at the local swimming baths. It

sat in the corner and made those strange "phwo" sloping sounds and the "thump-thump-thump" sound of those invaders

getting gradually closer to home, punctuated by the "wee-ooo-ooo" sound of flying saucers.

And with 1991 comes the remix of the original. This time the playing is enhanced by static backdrops and the aliens and gun have been slightly tweaked.

After a few levels on Earth, the action moves to space and the aliens



Yeah! It's this year's Blast Busters but - in space. As you progress around some sort of base, so many varieties of squiggly alien life rush toward you, just begging to be blown to their alien afterlives.

Life force is quite generous and the action fast and furious but, sorry, another Operation Wolf-style game? Help!



change shape and characteristics. They're also damn fast and damn mean. They truly whizz down the screen at the end of a wave.

The best new section is the 'cattle stealing' section. Flying saucers swoop from the sky and attempt to carry away little cows from the bottom of the screen. Boring!

only a different stretch of road.

Dingo Hunt is not merely a novel twist to the road race game but a genuinely enjoyable and colourful game.

Finally (and, I'm afraid, without a picture) there was Frog, tucked away on one

of the huge stands. The game also was clever: Frog-inspired stuff but with some enjoyable graphic twists. You play one of four dinosaurs (three other people can play simultaneously) and you have to tramp around a screen-size maze landscape and collect a load of dinosaur eggs before rising to a suddenly-revealed home square.

Little prehistoric guys with clubs - Frogs - try to stop you by chasing your poor dinosaur and attempting to ladder-hammer with clubs. You can get your own back by chomping pineapples which turn a humble Dino into a rampaging, frog-hunching, Tyrannosaurus Rex.

The graphics look as if they've been digitised from platform modules and have that Mega-Dimension 3D-like quality to them. They're really sweet too. When a level has been completed, the dinosaur that got home first gets awarded to screen size and performs an animated dance or plays an guitar. Rock on! Chomp!



► DINO HUNT

San Francisco seems a great place for a road race, and what if you didn't have to worry about getting a speeding ticket? What if you were in a Police car race? Yes, yes yes! So you get to burn through the hilly environs of San Francisco. It's all fast-paced action due to the speed and the hirms & cars that get in the way, no matter how much you honk your horn. You also have to turn the odd 90 degree corner which takes you



New Game SPECIAL JOBBY - VER ARCADE SHOW THINGYBOB

SWIV

One plays with his chopper, the other pools around on the bottom. SWIV is most definitely not Silkworm IV, and Rik Henderson is most definitely not the baby eating Bishop of Bath and Wells. But both have certain similarities with their counterparts.

I never really took any notice of the Falklands war, and when we won there was such a jubilant atmosphere in this country that nobody stopped to consider the cost of the victory in both human lives and sheer cash. And now that the Gulf war has been forced upon us like Christopher Timothy's arm up a surprised cone's bottom in 'All Creatures Great and Small', the money that has been spent up to now (probably a week after 'Operation Desert Storm' had started at time of writing) is quite phenomenal.

For instance, it costs about 1 million squillions for a cruise missile (and we were firing them off at about the rate of one every 30 minutes) and one plane could cost anything from 20 million quid. If we were to let up how much money it would cost to buy the equipment that is used in SWIV, the total would be a sum of wonga that even the United States would find hard to find (although McDonalds



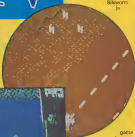
probably makes that much in one day - and that's just the Chipping Ongar branch).

That is because there's more high-tech weaponry thrown at you in two seconds than in two world wars. And added to that the sheer number of bullets that you spit at the enemy in the course of the game would keep several ammunition suppliers in work for the rest of their lives.

But this is all paragon to the fact that SWIV is a damn good blaster, and needs a plethora of spiky things of rotating down at

thing is though that not only has the company beltered it, it's taken the whole game idea chucked it in the oven at gas mark five and baked it into something quite splendidly different.

The ideas aren't that new for the shooty genre, mainly because a lot of the gameplay is based upon the bestselling Silkworm.



game also programmed by The Sales Curve - for Virgin Mastertronic), and SWIV too features a dual player mode in the form of either being able to play a tank or a jeep. It is here that the unique part comes in.

To my knowledge, no other game uses the multiple method as concisely as SWIV. What this means is that the helicopter flies over all objects but is able to shoot everything, whereas the jeep cannot pass through buildings, walls, etc., and the airborne enemy operates straight over it. Sometimes there are even obstacles that the jeep can go under, and some that it must jump over to continue. This allows for some very varied gameplay when there are two percentages cranked around the screen.



although if only one player wants to have a crack they are forced to play the chopper.

The rest of the gameplay is pretty much standard. There are four levels in which you must fly up the screen and smog the frog out of everything in your way. And at the end of each level is a giant guardian in the shape of progressively bigger army establishments.

Along the way you occasionally get to pick up a bubble which will involve you in a sort-of force field, allowing you to be indestructible for a few seconds, or alternatively you could shoot it a few times and it acts as a smart bomb, annihilating everything on screen.

Also there are giant robot helicopters that often appear, and they explode when you've pumped a far enough of lead into their belly. As soon as they disappear they leave behind several weapons tanks that cycle through four different types of bonuses when you shoot them. It is through these that you obtain the most awesome kind of firepower that has ever been seen as a shooty (the five-ray spreading shot), and if both players have the same power, the screen lights up in a blaze of mega-death.

In *SWW* Stores has followed up the excellent *St Dragon* with an amazingly better game. The graphics,

although as comical as they come, have like they've got a **SCUD** missile up their belts, and at times there are so many options on screen at one time that only the fastest hand can get you out of it with your life intact. And it's special that makes a good shoot-em-up into a great one. If you do decide to buy *SWW* you'll pull out a few hours in frustration when your chopper explodes in a ball of flames, but if you don't you'll end up bald when you realize what you're missing.



CREDIT CARD	• 40% OFF	• 40% OFF	• 40% OFF
	• The variety of technology maps and they have water things which through a lot of work	• The variety of technology maps and they have water things which through a lot of work	• The variety of technology maps and they have water things which through a lot of work
NAME: SWW SUPPLIER: Stores PRICE: £2.99 (approx. £14.99) One HOLD: SWW Early March		OVERALL	95%

This is probably the most perfect shoot-em-up you're likely to get on our humble console, not much plot and tonnes of smogging.

THE GOOD GUYS



The Jeep - A small bundle of metal fun that burns around on the ground blasting everything that moves (and some things that don't, it has a gun turret on it's back that can be locked in any direction that you like, allowing you to fire at those deviously difficult enemies.

The Helicopter - This mean beauty can fly over just about everything, and it's military capability is second to none. When people say that they're afraid of your chopper this is what they're talking about.



The Speedboat - When water comes along, the bloke in the jeep hops out and into this most death-dealer. It has essentially the same capabilities as the helicopter, as it is only able to fire to the front.



1. **Introduction**
 2. **Background**
 3. **Methodology**
 4. **Results**
 5. **Conclusion**
 6. **References**

From the Department of Emergency Medicine, University of Colorado Health Sciences Center, Denver, Colorado.

Background: The detection of pathogens in a laboratory setting

WTF? - You also know what it means to everyone left alone, it's just, it's wrong. Coming soon.

¹Downloaded to be THE Worst Film of the year... Average Customer November, '98
²Thompson 1998... Let Us Storm... Sara November '98

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THINGS TO COME

When you walk around a corner are you afraid of bumping into somebody and ending up with your blood, bone and skin decorating their T-shirt? **Rik Henderson** gives you a sort of bent mirror to be able to see what's coming, and helps you avoid any unnecessary plastic surgery.

LOTUS ESPRIT TURBO CHALLENGE

If you remember, the little beastly won't Gemin the In-Den award for the Licensed Property of the Free, and when something as prestigious as an In-Den award is given to its original product, you can be guaranteed that loads of similarly named licenses are not only 'round the corner, but they're heading that way at breakneck speed. How long will it be, for instance, before 'Jaguar Team Racing' is released, or 'Triumph Two-Seater Simulator', although I think we can do without 'Rollant Robin - Death On Three Wheels'.

But let's enjoy Lotus Esprit Turbo Challenge whilst it's unique. Firstly it allows two drivers to compete against each other, at the same time. This is done using a rather splendid split-screen system where the viewing area is split into two halves with a player occupying each. Although this isn't THAT new, it is done in a pretty splendid way, and the notion,

speed and graphical qualities have not suffered one iota.

And instead of concentrating on the simulation aspects of sports car racing, this is



just as slick and chunky, and you can be sure that if it's any bit as good as it's 'big brother' version Gemin will be looking at a large amount of certificates and accolades coming their way pretty shortly.

ON THE DRAWING BOARD



CREDIT CARD

NAME: Lotus Esprit Turbo Challenge
SUPPLIER: Gemin
PROGRAMMER(S): Gemin
PRICE: To be announced
RELEASE DATE: Out soon

an arcade-like jobber that relies more upon giving you loads of levels of pure exhilarating fun than a sledge gear-stick system and 'realistic' control.

It's proved to be ever such a success on the Amiga, and the Gemin version looks



3-D

construction kit

Gallery would pay 400 thousand quid for.

And you still don't need to be a genius to be able to use it, because everything is done by icons. You can even animate your objects and build whole environments to base them in.

There is a library also included that allows you to add sound FX to your designs and even whole environments already

ON THE DRAWING BOARD



available for you to just drop into your game. And I'd wager that is the very



with a Check and Decker [by saying that five times in a row - fast] power saw? Well, you really need to go no further than your own keyboard with Incentive's (marketed by Domark) 3-D Construction Kit.

No longer will we have to put up with the limitations of SEUCK as the only kit worth

designing our games on. Now we can put together complete games in the Castle Master, Driller and Total Eclipse mold, but with one major difference, nobody had to be a computer buff to do so.

This new construction kit allows you to build 3D objects using a "lego-block" method of moulding a block into the shape you want and placing on top of

a previously shaped block. Do this enough times and you will either come out with the Eiffel Tower or something that the Tate

near future we'll be having more than one original Proscure designed game appearing on our cassette and launch for them!

CREDIT CARD

NAME: 3-D Construction Kit
SUPPLIER: Domark
PROGRAMMER(S): Incentive
PRICE: To be announced
RELEASE DATE: Late April

Have you always felt like building your own house but you really, honestly can't be done with all that cement? And have you felt like getting down and getting on with that roof extension that you've always promised to do, but you're scared of accidentally hitting your own head off

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LAST NINJA

3

NINJA

With 30 levels and over 100 enemies, this is the most challenging and rewarding Ninja game yet.



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Regarded as a classic with its roots in the high-tech, modern-day action series reaches an unequalled pinnacle of excellence. The arrival of *Ninja 3: Soldiers* has a series of games on it all means awards world wide. The Last Ninja (NINJA) franchise is now on CD-ROMS JUST GOT BETTER AGAIN! Finally.

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